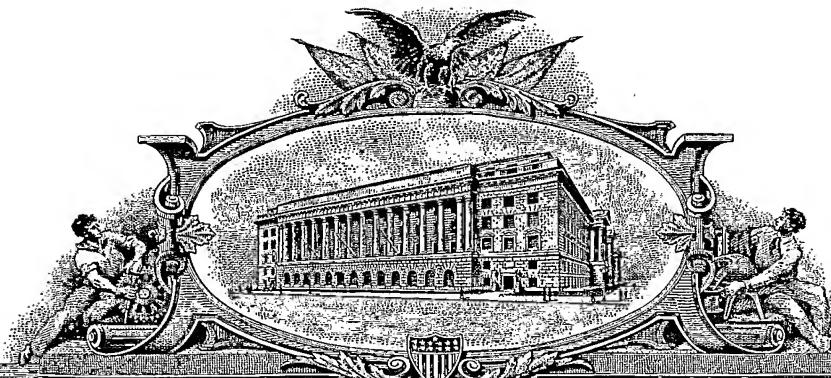


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APPLICATION THAT MET THE REQUIREMENTS TO BE GRANTED A
FILING DATE.

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RELATED PCT APPLICATION NUMBER: PCT/US03/22959

By Authority of the
COMMISSIONER OF PATENTS AND TRADEMARKS



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08-08-02 A PROV

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PROVISIONAL APPLICATION FOR PATENT COVER SHEET

This is a request for filing a PROVISIONAL APPLICATION FOR PATENT under 37 CFR 1.53(c).

INVENTOR(S)

Given Name (first and middle [if any])	Family Name or Surname	Residence (City and either State or Foreign Country)
Frank	Zora	Lathrup Village, Michigan

Additional inventors are being named on the _____ separately numbered sheets attached hereto

TITLE OF THE INVENTION (280 characters max)

CASINO CARD GAME

Direct all correspondence to:

CORRESPONDENCE ADDRESS

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Place Customer Number
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<input checked="" type="checkbox"/> Firm or Individual Name	KOHN & ASSOCIATES				
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ENCLOSED APPLICATION PARTS (check all that apply)

<input checked="" type="checkbox"/> Specification Number of Pages	<input type="text" value="6"/>	<input type="checkbox"/> CD(s), Number	<input type="text"/>
<input type="checkbox"/> Drawing(s) Number of Sheets	<input type="text"/>	<input checked="" type="checkbox"/> Other (specify)	<input type="text"/>
<input type="checkbox"/> Application Data Sheet. See 37 CFR 1.76	Acknowledgement Postcard		

METHOD OF PAYMENT OF FILING FEES FOR THIS PROVISIONAL APPLICATION FOR PATENT (check one)

- Applicant claims small entity status. See 37 CFR 1.27.
- A check or money order is enclosed to cover the filing fees
- The Commissioner is hereby authorized to charge filing fees or credit any overpayment to Deposit Account Number
- Payment by credit card. Form PTO-2038 is attached.

FILING FEE AMOUNT (\$)

\$80.00

The invention was made by an agency of the United States Government or under a contract with an agency of the United States Government.

No.

Yes, the name of the U.S. Government agency and the Government contract number are: _____

Respectfully submitted,

SIGNATURE

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Date **8/6/02**

REGISTRATION NO.

45,791

(if appropriate)

Docket Number:

7127.00003**USE ONLY FOR FILING A PROVISIONAL APPLICATION FOR PATENT**

This collection of information is required by 37 CFR 1.51. The information is used by the public to file (and by the PTO to process) a provisional application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 8 hours to complete, including gathering, preparing, and submitting the complete provisional application to the PTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, Washington, D.C. 20231. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Box Provisional Application, Assistant Commissioner for Patents, Washington, D.C.

P19SMALL/REV05

Attorney Docket No: 7127.00003

Express Mail Number: EV 118534445 US

PROVISIONAL PATENT APPLICATION

5

CASINO CARD GAME

BACKGROUND OF THE INVENTION

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TECHNICAL FIELD

The present invention relates to a card game. More specifically, the present invention relates to a card game at a casino.

15

BACKGROUND ART

There are numerous card games involving one or more decks of playing cards and incorporating gaming or gambling with tokens. These card games may be suitable for the purposes for which they were designed, but 20 have lost a certain measure of allure to the gaming public due to excessive long standing familiarity. It is thus desirable to provide a new and novel card game wherein a number of players each pit their hands against a dealer's

hand.

Games such as blackjack, poker, and others pit a dealer against a plurality of other players. The value of the player's hands, taken individually, is
5 pitted against that of the dealer's hand. This may be accomplished by simple arithmetic addition, or by arbitrarily awarding superior status to certain cards or to certain combinations thereof.

It would be beneficial to develop a new card game that can be played
10 at casinos in order to attract new customers to the casinos.

DESCRIPTION OF THE INVENTION

Generally, the present invention provides a card game. The card game
15 is preferably played in a casino. The general goal of the present invention is a to obtain a hand that has a point total of less than or equal to 31. Basically, the player with the closest hand to 31 wins.

The game begins with each player and the dealer being dealt two
20 cards. The dealer's hand must show one card. The dealer must stand on 27 or higher unless the dealer has 14. When the dealer has 14, the dealer can stand on 14, otherwise the dealer can only stand on 27 or higher. Generally,

six to eight decks can be used. There can be deviation from this standard without departing from the general principle of the game. The player is then allowed to request additional cards in an attempt to reach a point total of 31. The goal of the player is to have a hand with a point total closer or equivalent 5 to 31 than the dealer's hand. However, a hand total of 14 beats any other hand, unless the other hand has a point total equal to 31. Additionally, if both the dealer and the player have the same hand, then it is a push, in other words there is no winner. The payoff of the hands is determined by the casino in which the game is being played.

10

The point total of the cards is calculated based upon the card values commonly used in blackjack. In other words, face cards and tens are worth ten points, aces are worth either one or eleven points and all remaining cards are worth their face value.

15

While playing the game there is no limit to the number of cards a player can request as many cards as desired and the player can double down at any time. When doubling down, the player only receives one additional card. Further, the player can split pairs into separate hands. The splitting is 20 preferably limited to four times, however, this number can vary based upon the casino in which the game is being tested. Split aces can have as many cards added to them in order to reach the desired 31.

The playing surface is preferably a preprinted felt covering that is placed on top of a gambling table. Alternatively, the playing surface can be simulated on a video screen and the game can be played via computer under software control with the cards being simulated and the player participating at interactive video station. Depicted on the playing surface is a single dealer position and multiple player positions. The layout of each player position is identical to all other player positions. Although seven player positions are shown, as many as ten players or as few as one player and one dealer can play the game.

Referring to "regular bet", this betting option is the standard bet for a player to beat the Dealer regardless of the amount of cards received by the player or the dealer (as long as the player does not go over 31 in total point count). If the player sticks with a certain count of 31 or less and the Dealer "busts" or goes over 31 in the total point count for the Dealer's cards, then the player wins.

The card game disclosed in the present patent application can be played on a gaming machine such as a video machine or in any gaming environment. Therefore, the term "table" as used in the claims is intended to encompass any video game or other card game which uses the unique card

game of the present invention.

A detailed description of the casino card game is set forth in Appendix A included herewith and incorporated by reference in its entirety.

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Throughout this application, various publications, including United States patents, are referenced by author and year, and patents, by number. Full citations for the publications are listed below. The disclosures of these publications and patents in their entireties are hereby incorporated by reference into this application in order to more fully describe the state of the art to which this invention pertains.

The invention has been described in an illustrative manner, and it is to be understood that the terminology that has been used is intended to be in the nature of words of description rather than of limitation.

Obviously, many modifications and variations of the present invention are possible in light of the above teachings. It is, therefore, to be understood that within the scope of the described invention, the invention may be practiced otherwise than as specifically described.

APPENDIX A

Lucky 14_{TM}

Rules: Player

- Player's goal is to hit or get as close to 31 as possible
- The player with the closest hand to 31 wins
- Any combination of 14 beats any hand other than 31
- There is no limit on number of cards up to 31
- Player can split pairs into separate hands up to four times
- Player can double down anytime, but may only get one card
- Aces count as either 1 or 11
- Split aces get as many cards as needed up to 31

Best Combinations of 14

(in order of highest to lowest)

1	7-7
2	A-3
3	K, Q, J, 10-4
4	Any other combinations of 2 cards
5	Any other combinations of 3 cards
6	Any other combination of 4 cards, etc.

Rules: Dealer

- 6 or 8 standard decks may be used
- All jokers must be removed
- Dealer must deal two cards to each player
- Dealer's hand must show one card up
- Dealer must stand on 27 or above
- If both dealer and player have same hand, then it is push (no winner)

Lucky 14

31

14 Beats 30. 14 40 Pups 14 Beats 30. 14 Beats 30.

Lucky 14

Lucky 14

Lucky 14

Lucky 14
Best of 14

Lucky 14

Lucky 14

1. 7+7
2. A+3
3. K, Q, J, 10+4+
4. Any other combinations of 2 cards
5. Any other combinations of 3 cards
6. Any other combinations of